EXPERT

MAGIC The Gathering®

INVASION™ Rules Insert

Multicolored Cards

They're back! Remember that a card's color is determined by its mana cost, so cards with more than one color of mana in their costs have more than one color. For example, Vodalian Zombie's mana cost is ◆ 💀. This means the Zombie is a blue and black card.

Any spell or ability that affects or targets blue cards or black cards (or both) will affect or target the Zombie card. Likewise, any spell or ability that *can't* affect or target blue or black cards *won't* be able to affect or target the Zombie card. For example, Malice reads, "Destroy target nonblack creature. It can't be regenerated." This can't touch Vodalian Zombie, because one of the Zombie's colors is black. It doesn't matter that the Zombie also has another color.

Kicker

Some of the new cards have an optional cost called a kicker cost. You can pay a card's kicker cost only once and only as you play it from your hand. If you decide to pay it, the spell will generate a better effect.

For example, Ardent Soldier is a 1/2 creature card that reads, "Kicker 2 *(You may pay an additional 2 as you play this spell.)*" and "If you paid the kicker cost, Ardent Soldier comes into play with a +1/+1 counter on it." When you play Ardent Soldier, you must pay its mana cost of 1 ✱, and you can choose whether to pay an additional 2 for the kicker (for a total of 3 ✱). If you pay the kicker cost, you get a 2/3 creature instead of a 1/2.

Kicker costs don't count toward a spell's mana cost for effects, such as Spell Blast's or Gloom's.

Split Cards

You're sure to notice these unusual cards: they look like two miniature cards printed side by side. Each half has its own name, type, mana cost, color, and spell text. These cards are actually two spells in one. To play a split card, first you choose which half of the card you're going to play, then you play that spell normally, ignoring everything on the other half.

For example, let's say the Pain/Suffering card is in your hand. While it's there (or anywhere else besides on the stack), it's one black and red card with two names, two mana costs, and so on. You decide you want to play the Pain spell. To do so, announce you're playing Pain, choose its targets, and pay its mana cost as usual. Ignore Suffering's targets and costs. The Pain spell then goes on the stack as if the Suffering half of the card didn't exist.

While Pain is a spell on the stack, the characteristics on the Suffering half of the card are "invisible." The rest of the time, however, if a spell or ability affects either half of the card, it affects the whole card. For example, Pain couldn't be targeted by a card that read, "Counter target red spell." But if you had the Pain/Suffering card in your hand and someone played a spell that made you discard all black cards or all red cards, you'd have to discard Pain/Suffering either way.

If a spell or ability tells a player to name a card, remember that split cards have two names. You can choose only one of them.

"Divvy" Cards

Several *Invasion*™ cards instruct a player to separate some cards into two piles. (We call these "divvy" cards.) The other player picks one of the piles, then something happens to the cards in each pile. The piles are always kept face up—it's not a guessing game. Cards stay separated into piles only while the spell is resolving.

While the cards are separated into piles, they stay in whatever zone they're in. (They're not temporarily removed from the game or moved to any other zone.) For example, if the affected cards are permanents, they don't leave play.

It's possible for one or both piles to be empty. If this happens, the spell simply resolves as much as it can.

The Invasion Djinns

There are five Djinns—one for each color—in this set. Each of them is a big creature that gets a little smaller if its color is the most common color among permanents or is tied for most common. This means, for example, that the blue Zanam Djinn gets the penalty if there are three red, three green, and three blue permanents (including Zanam Djinn) in play. But if there are four red and three blue permanents (including Zanam Djinn) in play, it won't. It's not all the other colors combined against a Djinn's color that determines whether it gets the penalty—it's each color versus the Djinn's color individually. And remember, multicolored cards count as each color in their mana costs.

"Domain" Cards

Some *Invasion* cards have an effect that depends on how many basic land types you control. (This isn't the same as how many basic lands you control, of course.) These cards are nicknamed "domain" cards. Remember that there are only five basic land types: plains, island, swamp, mountain, and forest.

These rules are current as of October 1, 2000.

The Next Step: Tournament Play

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Contact the office nearest you:

DCI
www.thedci.com

Wizards of the Coast
Telephone: 1-800-324-6496 (within the U.S.)
1-206-624-0933 (outside the U.S.)
Email: dci@wizards.com

Wizards of the Coast, U.K.
Telephone: 0345-12-55-99 (within the U.K.)
+44-1628-780-530 (outside the U.K.)
Email: dciuk@wizards.com

Wizards of the Coast, Belgium
Telephone: +32-70-233-277
Email: dcieurope@wizards.be

Wizards of the Coast, France
Telephone: +33-1-43-96-35-65
Minitel 3615 Wizards (1,29F/mn)

Wizards of the Coast, Italy
Telephone: +39-02-38-09-33-56
Email: wotcit@tin.it

Questions?

U.S., Canada, Asia Pacific, and Latin America
Wizards of the Coast, Inc.
attn: Magic Questions
P.O. Box 707
Renton WA 98057-0707
U.S.A.
Tel: 1-800-324-6496 (within the U.S.)
1-206-624-0933 (outside the U.S.)
Fax: 1-425-204-5818
Email: questions@wizards.com
(for rules questions)
custserv@wizards.com
(for all other concerns)

U.K., Eire, and South Africa
Wizards of the Coast, U.K. Ltd.
attn: Magic Questions
P.O. Box 61
Maidenhead
Berkshire SL6 1FX
ENGLAND
Tel: 0345-12-55-99
(within the U.K.)
+44-1628-780-530
(from the Republic of Ireland and other countries)
Fax: +44-1628-780-602
Email: uk@wizards.com

European Headquarters
Wizards of the Coast, Belgium
attn: Magic Questions
PB 2031
2600 Berchem
BELGIUM
Tel: +32.70.233.277
Fax: +32.70.233.288
Email: custserv@wizards.be

France
Wizards of the Coast, France
attn: Magic Questions
BP 103
94222 Charenton Cedex
FRANCE
Tel: 01.43.96.35.65
Fax: 01.43.96.52.53
Email: custserv-fr@wizards.com

Italy
Wizards of the Coast, Italia srl
attn: Magic Questions
Via G.Stephenson 43/a
20157 Milano
ITALIA
Tel: +39.02.39005006
Fax: +39.02.39005009
Email: wotcit@tin.it

Contact the office nearest you.
Check out our website!
www.wizards.com

Credits

Original Magic Game Design: Richard Garfield
Game Design: Mike Elliott, Bill Rose, and Mark Rosewater
Game Development: Henry Stern (lead), Randy Buehler, Robert Gutschera, William Jockusch, and Mark Rosewater, with contributions from Brady Dommermuth and Beth Moursund
Editing: Bill "Quill" McQuillan and Darla A. Kennerud
Magic Lead Design: Bill Rose
Playtesting: Mons Johnson (coordinator); NYC Hardcore, Crash Test Wizards, Fallen Angeles, and Team Circle
The Invasion *set is based on a design created by Barry Reich, with contributions from Anthony Kosky, Brett Douville, Mike Moore, Moe Howard Kahlenberg, Tom Fontaine, Brett "Flipper" Anchorn, Jack Vinson, and Charlie Molino*

Card Naming and Flavor Text: Jess Lebow, Daneen McDermott, Scott McGough, Bill "Quill" McQuillan, and Henry Stern, with contributions from many talented others
Story and World Development: Brom, J. Robert King, Dana Knutson, Jess Lebow, Daneen McDermott, Scott McGough, rk post, Brian Snoddy, Ron Spears, and Mark Tedin
Art Direction: Dana Knutson and Ron Spears
Graphic Design: Daniel Gelon and Jason Starling
Original Magic Graphic Design: Jesper Myrfors, Lisa Stevens, and Christopher Rush

Brand Management: Joel Mick, Tyler Bielman, Joe Hauck, and Kyle Murray
Product Management: Wendy Wallace
Production Management: Gretchen Tapp and Raini Healy
Marketing Management: Casey Koniger

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